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Smalltalk-80: the language and its implementation

Adele Goldberg, David Robson

January 1983 Book

Publisher: Addison-Wesley Longman Publishing Co., Inc.

Full text available: pdf(33.56 MB) Additional Information: full citation, abstract, cited by, index terms, review

From the Preface (See Front Matter for full Preface)

Advances in the design and production of computer hardware have brought many more people into direct contact with computers. Similar advances in the design and production of computer software are required in order that this increased contact be as rewarding as possible. The Smalltalk-80 system is a result of a decade of research into creating computer software that is appropriate for producing highly functional and interactive ...

2 Fortran 8X draft

Loren P. Meissner

December 1989 ACM SIGPLAN Fortran Forum, Volume 8 Issue 4

Publisher: ACM Press

Full text available: The pdf(21.36 MB) Additional Information: full citation, abstract, index terms

Standard Programming Language Fortran. This standard specifies the form and establishes the interpretation of programs expressed in the Fortran language. It consists of the specification of the language Fortran. No subsets are specified in this standard. The previous standard, commonly known as "FORTRAN 77", is entirely contained within this standard, known as "Fortran 8x". Therefore, any standard-conforming FORTRAN 77 program is standard conforming under this standard. New features can b ...

Macintosh human interface guidelines

Apple Computer, Inc. January 1992 Book

Publisher: Addison-Wesley Publishing Company

Full text available: T pdf(37.61 MB)

Additional Information: full citation, abstract, references, cited by, index terms

Macintosh Human Interface Guidelines describes the way to create products that optimize the interaction between people and Macintosh computers. It explains the whys and hows of the Macintosh interface in general terms and specific details.

Macintosh Human Interface Guidelines helps you link the philosophy behind the Macintosh interface to the actual implementation of interface elements. Examples from a wide range of Macintosh products show good human interface design, including individ ...

### 4 Anatomy of LISP

John Allen January 1978 Book

Publisher: McGraw-Hill, Inc.

Additional Information: full citation, abstract, references, cited by, index terms

This text is nominally about LISP and data structures. However, in the process it covers much broader areas of computer science. The author has long felt that the beginning student of computer science has been getting' a distorted and disjointed picture of the field. In some ways this confusion is natural; the field has been growing at such a rapid rate that few are prepared to be judged experts in all areas of the discipline. The current alternative seems to be to give a few introductory cou ...

## 5 Photographic tone reproduction for digital images

Erik Reinhard, Michael Stark, Peter Shirley, James Ferwerda

July 2002 ACM Transactions on Graphics (TOG), Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH

**'02**, Volume 21 Issue 3 **Publisher:** ACM Press

Full text available: pdf(12.32 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

A classic photographic task is the mapping of the potentially high dynamic range of real world luminances to the low dynamic range of the photographic print. This tone reproduction problem is also faced by computer graphics practitioners who map digital images to a low dynamic range print or screen. The work presented in this paper leverages the time-tested techniques of photographic practice to develop a new tone reproduction operator. In particular, we use and extend the techniques developed b ...

**Keywords**: dynamic range, tone reproduction, zone system

6 Proceedings of the SIGNUM conference on the programming environment for

development of numerical software

March 1979 ACM SIGNUM Newsletter, Volume 14 Issue 1

Publisher: ACM Press

Full text available: pdf(5.02 MB) Additional Information: full citation

7 The theory of parsing, translation, and compiling

Alfred V. Aho, Jeffrey D. Ullman

January 1972 Book

Publisher: Prentice-Hall, Inc.

Full text available: pdf(98.28 MB)

Additional Information: full citation, abstract, references, cited by, index

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#### From volume 1 Preface (See Front Matter for full Preface)

This book is intended for a one or two semester course in compiling theory at the senior or graduate level. It is a theoretically oriented treatment of a practical subject. Our motivation for making it so is threefold.

(1) In an area as rapidly changing as Computer Science, sound pedagogy demands that courses emphasize ideas, rather than implementation details. It is our hope that the algorithms and concepts presen ...

## 8 Computation: finite and infinite machines

Marvin L. Minsky January 1967 Book

Publisher: Prentice-Hall, Inc.

Additional Information: full citation, abstract, references, cited by, index terms

#### From the Preface (See Front Matter for full Preface)

Man has within a single generation found himself sharing the world with a strange new species: the computers and computer-like machines. Neither history, nor philosophy, nor common sense will tell us how these machines will affect us, for they do not do "work" as did machines of the Industrial Revolution. Instead of dealing with materials or energy, we are told that they handle "control" and "information" and even "intellectua ...

## <sup>9</sup> The computer and the brain

John von Neumann January 1958 Book

Publisher: Yale University Press

Additional Information: full citation, abstract, cited by, index terms

#### From the Author's Introduction

Since I am neither a neurologist nor a psychiatrist, but a mathematician, the work that follows requires some explanation and justification. It is an approach toward the understanding of the nervous system from the mathematician's point of view. However, this statement must immediately be qualified in both of its essential parts.

First, it is an overstatement to describe what I am attempting here as an "approach toward the under ...

# 10 Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam

September 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 3

**Publisher: ACM Press** 

Full text available: pdf(9.17 MB) Additional Information: full citation, references, citings, index terms

## 11 Machine learning in automated text categorization

Fabrizio Sebastiani

March 2002 ACM Computing Surveys (CSUR), Volume 34 Issue 1

Publisher: ACM Press

Full text available: pdf(524.41 KB)

Additional Information: full citation, abstract, references, citings, index terms

The automated categorization (or classification) of texts into predefined categories has witnessed a booming interest in the last 10 years, due to the increased availability of documents in digital form and the ensuing need to organize them. In the research community the dominant approach to this problem is based on machine learning techniques: a general inductive process automatically builds a classifier by learning, from a set of preclassified documents, the characteristics of the categories. ...

Keywords: Machine learning, text categorization, text classification

12 View-dependent geometry

🏠 Paul Rademacher

July 1999 Proceedings of the 26th annual conference on Computer graphics and interactive techniques SIGGRAPH '99

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: The pdf(979.62 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: 3D animation, 3D blending, animation systems, cartoon animation, non-photorealistic rendering, rendering

13 To split or to conjoin: the question in image computation

In-Ho Moon, James H. Kukula, Kavita Ravi, Fabio Somenzi June 2000 Proceedings of the 37th conference on Design automation DAC '00

Publisher: ACM Press

Full text available: pdf(433.67 KB)

Additional Information: full citation, abstract, references, citings, index terms

Image computation is the key step in fixpoint computations that are extensively used in model checking. Two techniques have been used for this step: one based on conjunction of the terms of the transition relation, and the other based on recursive case splitting. We discuss when one technique outperforms the other, and consequently formulate a hybrid approach to image computation. Experimental results show that the hybrid algorithm is much more robust than the "pure" algorithms ...

14 Distributed file systems: concepts and examples

Eliezer Levy, Abraham Silberschatz

December 1990 ACM Computing Surveys (CSUR), Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(5.33 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

15 Social Analyses of Computing: Theoretical Perspectives in Recent Empirical

Research Rob Kling

March 1980 ACM Computing Surveys (CSUR), Volume 12 Issue 1

Publisher: ACM Press

Full text available: 📆 pdf(3.98 MB) Additional Information: full citation, references, citings, index terms

16 A video retrieval and sequencing system
Tat-Seng Chua, Li-Qun Ruan



October 1995 ACM Transactions on Information Systems (TOIS), Volume 13 Issue 4

Publisher: ACM Press

Full text available: R pdf(3.20 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms, review

Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

**Keywords**: cinematic rules, frame-based modeling, multimedia, video retrieval, virtual editing

17 The evolution of the Sperry Univac 1100 series: a history, analysis, and projection



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B. R. Borgerson, M. L. Hanson, P. A. Hartley

January 1978 Communications of the ACM, Volume 21 Issue 1

Publisher: ACM Press

Full text available: pdf(1.89 MB) Ac

Additional Information: full citation, abstract, citings, index terms

The 1100 series systems are Sperry Univac's large-scale mainframe computer systems. Beginning with the 1107 in 1962, the 1100 series has progressed through a succession of eight compatible computer models to the latest system, the 1100/80, introduced in 1977. The 1100 series hardware architecture Is based on a 36-bit word, ones complement structure which obtains one operand from storage and one from a high-speed register, or two operands from high-speed registers. The 1100 Operating System ...

**Keywords**: 1100 computer series, computer architecture, data management systems, end user facilities, executive control software, multiprocessing, multiprogramming, operating system, programming languages

18 Declarative visualization in the shared dataspace paradigm

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Gruia-Catalin Roman, Kenneth C. Cox

May 1989 Proceedings of the 11th international conference on Software engineering ICSE '89

**Publisher: ACM Press** 

Full text available: T pdf(1.55 MB)

pdf(1.55 MB) Additional Information: full citation, references, citings, index terms

19 Local networks



William Stallings

March 1984 ACM Computing Surveys (CSUR), Volume 16 Issue 1

Publisher: ACM Press

Full text available: pdf(3.01 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

terms, review

The rapidly evolving field of local network technology has produced a steady stream of local network products in recent years. The IEEE 802 standards that are now taking shape, because of their complexity, do little to narrow the range of alternative technical approaches and at the same time encourage more vendors into the field. The purpose of this paper is to present a systematic, organized overview of the alternative architectures for and design approaches to local networks.

20 Changes in the management of the information systems organization: an exploratory



study

Michael J. Gallivan

April 1994 Proceedings of the 1994 computer personnel research conference on Reinventing IS: managing information technology in changing organizations: managing information technology in changing organizations SIGCPR '94

Publisher: ACM Press

Full text available: pdf(1.38 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The present study was conducted as exploratory research to understand the activities and beliefs of IS and line managers, with regard to the management of information technology (IT). Semi-structured interviews were conducted with 25 managers in seven firms to understand their current initiatives, future vision, and the factors driving change. Managers from three different positions from each company were interviewed—a senior IS manager, an IS application development manager, and a li ...

Results 1 - 20 of 71

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